Baroque Knight
by Hamura Tetsu

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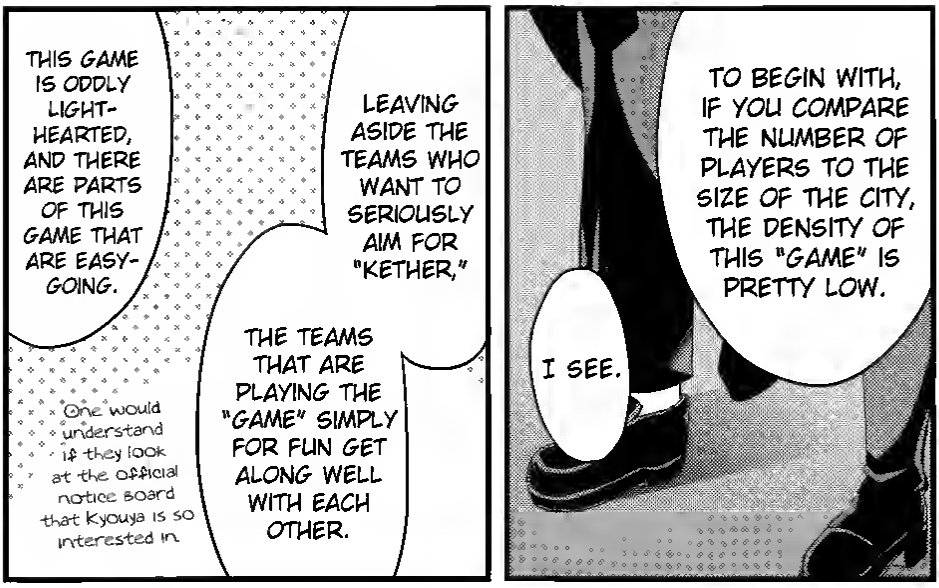
バロックナイト

BAROQUE KNIGHT

YOU CAN'T JUST LOGIN WITH YOUR CELL PHONE ANY TIME, ANYWHERE.
HM!
THE LEGACIES APPEAR SOMEWHERE IN HIKARI CITY EVERY NIGHT.
森みさき
原作／葉村哲
キャラクター原案／ほんだにかなえ
IN ORDER TO GAIN ACCESS, YOU NEED TO HEAD TO THE LOCATION TO LOGIN.
THAT MEANS WE COULD RUN INTO OTHER PLAYERS, HUH?
IT DOESN'T HAPPEN VERY OFTEN, BUT YES.


TO BEGIN WITH, IF YOU COMPARE THE NUMBER OF PLAYERS TO THE SIZE OF THE CITY, THE DENSITY OF THIS "GAME" IS PRETTY LOW.
I SEE.
LEAVING ASIDE THE TEAMS WHO WANT TO SERIOUSLY AIM FOR "KETHER,"
THE TEAMS THAT ARE PLAYING THE "GAME" SIMPLY FOR FUN GET ALONG WELL WITH EACH OTHER.
THIS GAME IS ODDLY LIGHT-HEARTED, AND THERE ARE PARTS OF THIS GAME THAT ARE EASY-GOING.
One would understand if they look at the official notice board that Kyouya is so interested in

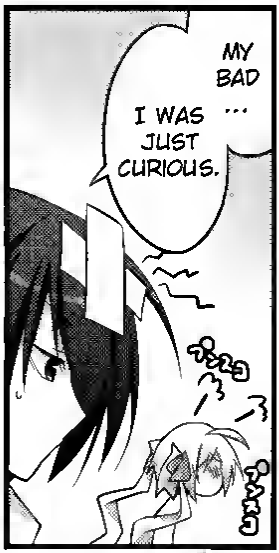
WELL, THERE ARE SOME THINGS THAT ARE MORE TROUBLESOME THAN THE PLAYERS, BUT...
OOPS, THIS PLACE SEEMS GOOD ENOUGH.

"LOGIN"

Legacy: "The first rank, the sword which is named in the future."
Clearing condition: "Obtaining the Legacy."
HM.
I'LL HAVE MY MATCH WITH RURIKO HERE.

WHEN BOTH PARTIES ARE CONNECTED TO THE SAME LEGACY, THE ASTRAL PLAYER WHO FULFILS THE CLEARING CONDITION FIRST IS THE WINNER.
IT'S A CAPTURE GAME THIS TIME.

SFX: SLAP



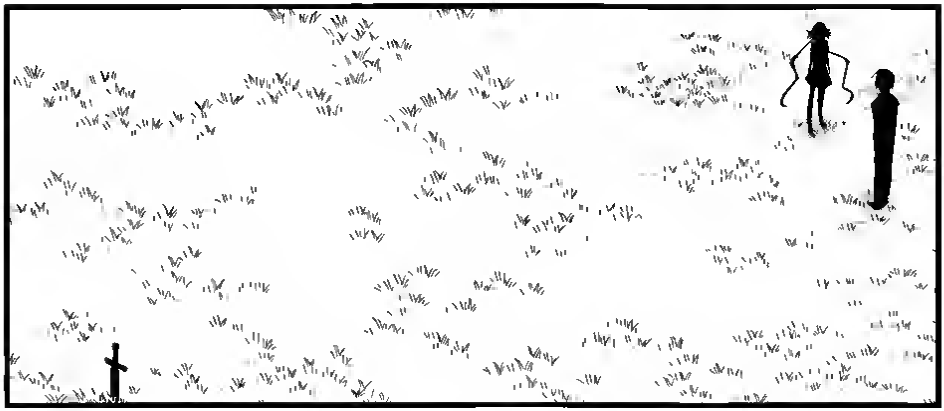
SFX: ANGRY

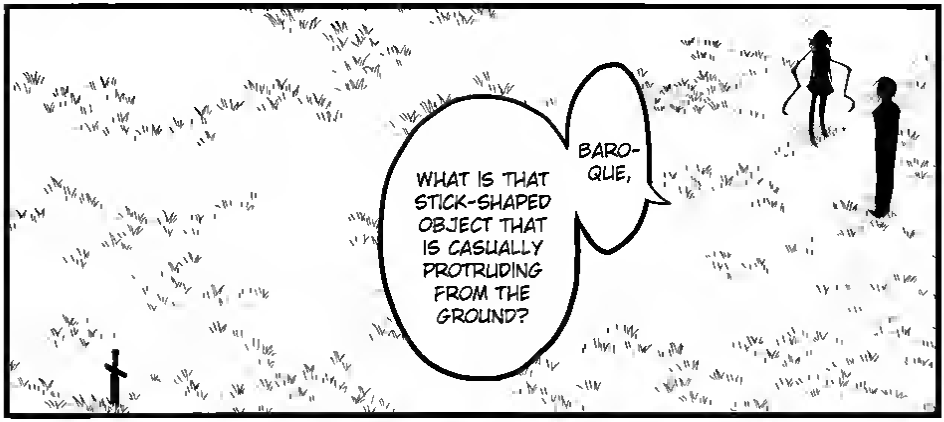
パンパカパーン
YEAH.

SFX: TRUMPET

THE FIRST PERSON TO LAY HANDS ON "THE SWORD" THAT IS SOMEWHERE ON THIS FIELD CAN CONTROL IT.
I SEE. SOMEWHERE ON THIS PLAIN...

ANYWAY, WHAT'S THIS CLEARING CONDITION, "OBTAINING THE LEGACY?"
IS IT THE SAME AS THAT TIME WHEN WE HAD TO FIGHT ERRIGAL?
IT'S A TREASURE HUNT THIS TIME.




BARO-
QUE,
WHAT IS THAT STICK-SHAPED OBJECT THAT IS CASUALLY PROTRUDING FROM THE GROUND?

A RANK 1 LEGACY IS SOME-THING LIKE THIS!!
ISN'T THAT TOO FREAKING EASY TO FIND!!?
THAT'S PROBABLY THE SWORD IN THE CLEARING CONDITION!
SFX: INTENSE

SFX: LOOK AROUND

BAROQUE !!!
SFX FALLS OVER
ARE YOU AL-RIGHT!?
I'LL CALL AN AMBULANCE RIGHT AWAY, SO...
GET A HOLD OF YOUR-SELF!

I APPRECIATE YOUR FEELINGS, BUT CALM YOURSELF, KYOUYA.
HUH?
HMM.
SO YOU WERE HERE, RURIKO.
THAT WAS SOMETHING LIKE A GREETING BETWEEN RURIKO AND I.
SHE JUST GENTLY TOLD ME THAT "I'M ALREADY HERE".
WE ARE IN THE GAME.
A-AH ...
UNLESS WE ARE CHOPPED IN HALF, WE WON'T DIE.
RIGHT.
YOU TWO SURE ARE CLOSE.
RURIKO IS MY MOST TRUSTED FRIEND IN THIS WORLD.
WELL THEN, IT IS BAD MANNER TO MAKE HER WAIT, SO LET'S GET A MOVE ON.

ILLU-
SIONAL
ARMA-
MENT
PARA-
CELSUS'S
CRIMSON
DREAM
BODY
TRANS-
MUTA-
TION
SFX: SCREECH
ARMAMENT
TRANS-
MUTATION
WELL
THEN,
KYOUYA.
WATCH ME
CLOSELY.

SFX: SWING
SFX: DEFLECT
ギィーン
ギィーン
ギィーン
SFX: PING
SFX: FUZZY
NO MATTER HOW MANY TIMES YOU FIRE THAT GUN, YOU WON'T HIT ME...
RIGHT, "OBORO" !!!?

THAT'S TRUE, "REGRET" !!
I'M HAPPY THAT YOUR MOVEMENT HASN'T GOTTEN DULL!
NOW, SHALL WE DANCE!!?

SFX: BAM
SFX: RAPID FIRE
SFX: DEFLECT

THIS ISN'T GOING TO END YET, IS IT!?
THAT'S RIGHT!
YOU'RE AS GOOD AS ALWAYS, HUH?
SFX: CLASH

SFX: CREAK
SFX: CREAK
TEAM UP WITH ME, RURIKO,
AND CUT TIES WITH SEPHRIOTH CO.
IMPOSSIBLE. WE ARE IN-COMPATIBLE WITH EACH OTHER.
OH?
THEN, WHY DON'T I ASK YOU WHAT YOU'RE AFTER AGAIN?
IT HASN'T CHANGED AT ANY RATE.
CAN ALSO I INQUIRE ABOUT YOUR OBJECTIVE?

I WILL ...
TAKE MY REVENGE ON MORIBE KYOUYA !!!
TAKE BACK MY LOST FATE!!

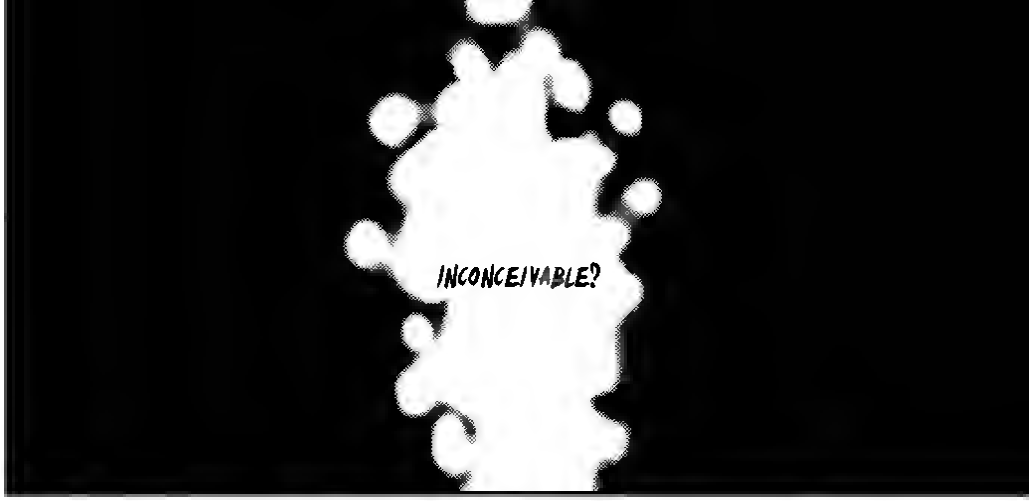
SFX: SLASH
SFX: CLANK

HOW MISERABLY IMMATURE,
RURIKO.
HOW MISERABLY IMMATURE OF YOU, BARO-QUE.
YOU ARE STILL CHASING AFTER THE SHADOW OF A DEAD PERSON FOR YOUR BROKEN FATE.
IT ISN'T BROKEN. NO ONE, NOR ANYTHING HAS ENDED YET.
IT HAS ALREADY ENDED, BAROQUE.

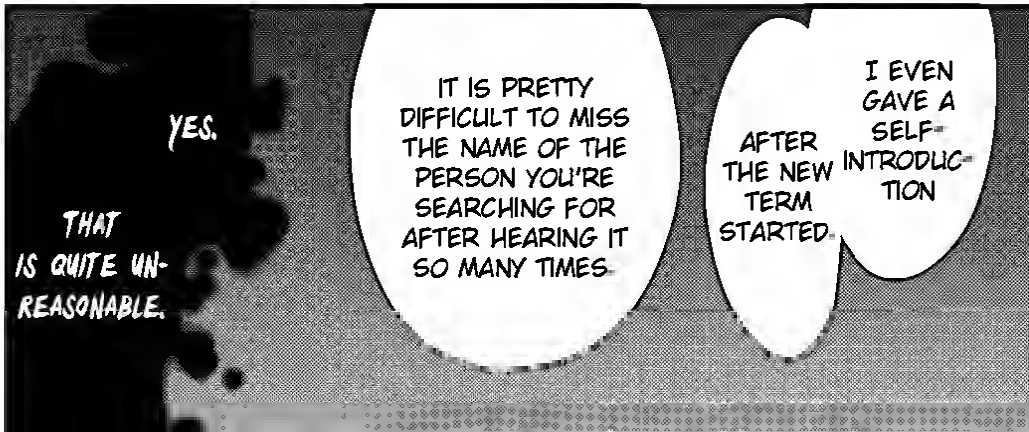
BOTH YOU AND I WERE CAST ASIDE...
EVERY-THING CAME TO AN END.
THAT'S NOT TRUE! I WAS NEEDED!!!
I'M DIFFERENT FROM YOU.
I'VE COME TO ACCEPT THAT I WAS WORTH-LESS.
WHAT IS WORTH-LESS?
WEREN'T YOU LOVED BY HIM? IT WAS DIFFERENT FOR ME.

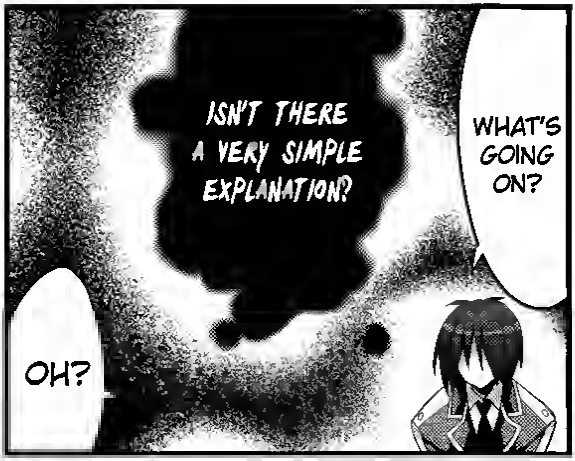
IS THIS A GAME? THE ATMOSPHERE IS TOO DIFFERENT.
HOW DID I END UP BEING THE TROPHY OF THIS FIGHT?
.....
THIS IS REALLY MYSTERIOUS.
GETTING INVITED TO THIS "GAME..."
GETTING PROPOSED TO BECAUSE OF AN ACCIDENTAL KISS...
GETTING BARGED IN ON AND HAVING TO COHABITATE.
EVER SINCE I MET BAROQUE ON THE ROOFTOP AT DUSK ...
THE ORDER OF EVENTS ARE WRONG, YOU KNOW?

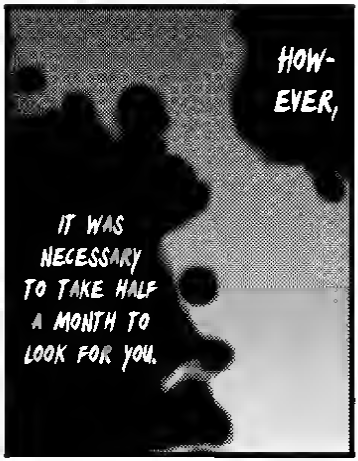
.....
RIGHT.
I MADE A MISTAKE BECAUSE IT LEFT A STRONG IMPRESSION ON ME.
THE FIRST TIME I MET HER WAS RIGHT AFTER THE ENTRANCE CEREMONY.
I'M LOOKING FOR SOMEONE CALLED MORIBE KYOUYA. DO YOU KNOW THIS PERSON?
AND I SAID NO TO THAT...
WHY WAS THAT?
DID I MIS-HEAR?
DID I NOT HEAR IT?
MY OWN NAME?
SUPPOSE THAT WAS WHAT HAP-PENED ...
WHY DID IT TAKE BAROQUE, WHO WAS SITTING NEXT TO ME, HALF A MONTH TO FIND ME?


INCONCEIVABLE?

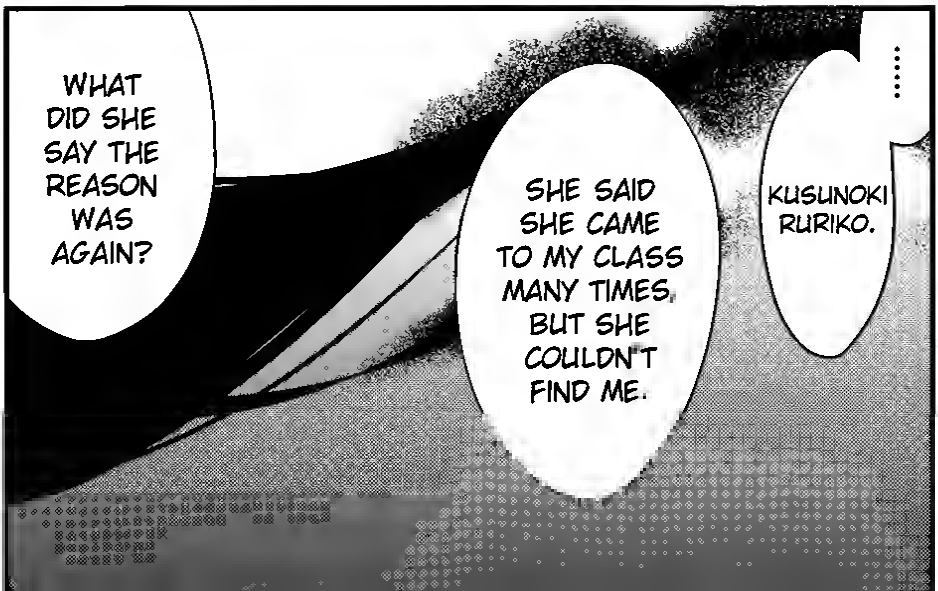
RIGHT.
THAT'S INCON-CEIVABLE.


I EVEN GAVE A SELF-INTRODUC-TION
AFTER THE NEW TERM STARTED.
IT IS PRETTY DIFFICULT TO MISS THE NAME OF THE PERSON YOU'RE SEARCHING FOR AFTER HEARING IT SO MANY TIMES.
YES.
THAT IS QUITE UN-REASONABLE.


WHAT'S GOING ON?
ISN'T THERE A VERY SIMPLE EXPLANATION?
OH?


HOW-EVER,
IT WAS NECESSARY TO TAKE HALF A MONTH TO LOOK FOR YOU.

DOESN'T THAT RING A BELL?
SHE COULD SEE YOU, BUT AT THE SAME TIME, SHE COULDN'T.
SHE COULDN'T BECOME AWARE OF YOU.


WHAT DID SHE SAY THE REASON WAS AGAIN?
SHE SAID SHE CAME TO MY CLASS MANY TIMES, BUT SHE COULDN'T FIND ME.
.....
KUSUNOKI RURIKO.

FATE CONNECTS PEOPLE TOGETHER.
WHO'S THERE !?
IT'S THE CHAIN THAT BINDS ONESELF TO THE WORLD.
OUR FATES WEREN'T CONNECTED.

NOW, TAKE THE SWORD.
I WILL TELL YOU ABOUT HOW YOU WERE LOST.
SFX: BEEP

Warning.
SFX: BEEP
Invasion of Chaos Legacy in progress.
Warning, Chaos Legacy in-in-si-sid-side.
Warning
Warning
Warning
Warning
Warning
Warning
Warning.
Warning.
Warning.
Warning.
Warning.
Warning.
!!!
SFX: THUMP
SFX: FALL
SFX: WOBBLE
SFX: BEEP
WHAT IS THIS?
IT'S PAIN-FUL...
MY CHEST HURTS.

KY-
KYOUYA
IS...!
FATE.
THE
CHAOTIC
CON-
SUMED
BY
HE
WAS
IS
THIS
BAD.
KYOUYA?
SFX: WOOSH

SFX: WOOSH

Forced connection.
Quest clear.
Legacy obtained, the first imaginary number rank, the golden sword.
Game over, over, over, over, over, over, over.
WHAT IS THE GOAL OF THE DARK-HAIRED GIRL!?
次号につづく!
3月号 1月27日(月)発売!!